



## **INFORMATION DISCLOSURE CITATION**

SEP 02 2003

(Use several sheets if necessary.)

**Docket Number (Optional)**

YO999-507

**Application Number:**

09/471,689

**Applicant(s)**

**Filing Date**

**December 23, 1999**

## **Group Art Unit**

2121

## **U.S. PATENT DOCUMENTS**

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## **FOREIGN PATENT DOCUMENTS**

REF	DOCUMENT NUMBER	DATE	COUNTRY	CLASS	SUBCLASS	Translation	
						YES	NO

**OTHER DOCUMENTS** (*Including Author, Title, Date, Pertinent Pages, Etc.*)

 Selmer Bringsjord and David Ferrucci, "Artificial Intelligence and Literary Creativity: Inside the Mind of BRUTUS, a Storytelling Machine", August 30, 1999

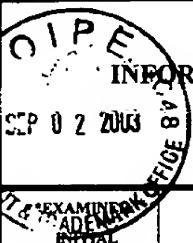
*24* Selmer Bringsjord, "Cinewrite: An Algorithm-Sketch for Writing Novels Cinematically, and Two Mysteries Therein", *Instructional Science*, 21:155-168, 1992.

**EXAMINER**

**DATE CONSIDERED**

2/6/04

**EXAMINER:** Initial if citation considered, whether or not citation is in conformance with MPEP Section 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to applicant.



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## OTHER DOCUMENTS (Including Author, Title, Date, Pertinent Pages, Etc.)

26	Selmer Bringsjord, Paul Bello, and David Ferrucci, "Creativity, the Turing Test, and the (Better) Lovelace Test", <u>Minds and Machines</u> , 11:3-27, May 8, 2000
26	Selmer Bringsjord, "Is It Possible to Build Dramatically Compelling Interactive Digital Entertainment (in the form, e.g., of computer games)?", <u>Game Studies</u> , February 16, 2001
26	Selmer Bringsjord, "What Robots Can and Can't Be", Dordrecht, the Netherlands: Kluwer, 1992, pp.163-183
26	Fred Charles, Steven J. Mead, and Marc Cavazza, "Character-Driven Story Generation in Interactive Storytelling", University of Teesside, Middlesbrough
26	Peter Clark, "Story Generation and Aviation Incident Representation: Working Note 14", The Boeing Company, January 26, 1999
26	Lyn Pemberton, "A Modular Approach to Story Generation", School of Cognitive and Computing Sciences
26	Margaret A. Boden, "Could a Robot Be Creative – And Would We Know?", in Ford, K.M., Glymour, C., and Hayes, P.J., eds., <u>Android Epistemology</u> , Cambridge, MA: MIT Press, pp. 51-72, 1995 (Abstract)
26	George Johnson, "Undiscovered Bach? No, a Computer Wrote It", <u>The New York Times</u> , November 11, 1997, pp. F1-2
26	Ray C. Dougherty, "Natural Language Computing: An English Generative Grammar in Prolog", Mahwah, NJ: Lawrence Erlbaum Associates, 1994 (Abstract)
26	Paul Bailey, "Searching for Storiness: Story-Generation from a Reader's Perspective", The University of Edinburgh, Division of Informatics
26	J. Yellowlees Douglas and Andrew Hargadon, "The Pleasures of Immersion and Engagement: Schemas, Scripts and the Fifth Business", <u>Digital Creativity</u> , 2001, Vol 12, No. 3, pp.153-166
26	Andrew Gartland-Jones, "Can a Genetic Algorithm Think Like a Composer?", 5th International Conference on Generative Art, December 11-13, 2002, Politecnico di Milano University, Milan, Italy

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Kelvin Baker

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